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&lt;p&gt;2012 video game&lt;/p&gt;

&lt;p&gt;Call of Duty: Black Ops II is a 2012 first-person shooter video game developed by Treyarch and published&#129522; by Activision. It was released for Microsoft Windows, PlayStation 3, and Xbox 360 on November 12, 2012, and for the&#129522; Wii U on November 18 in North America and November 30 in PAL regions.[1]

[2][3][4][5] Black Ops II is the ninth&#129522; game in the Call of Duty franchise of video games, a sequel to the 2010 game Call of Duty: Black&#129522; Ops and the first Call of Duty game for the Wii U. A corresponding game for the PlayStation Vita, Call&#129522; of Duty: Black Ops: Declassified, was developed by nStigate Games and also released on November 13.&lt;/p&gt;

&lt;p&gt;The game&#39;s campaign follows up&#129522; the story of Black Ops and is set in the late 1980s and 2025. In the 1980s, the player switches&#129522; control between Alex Mason and Frank Woods, two of the protagonists from Black Ops , while in 2025, the player assumes&#129522; control of Mason&#39;s son, David () Tj T\* B

g Raul Menendez, a Nicaraguan arms dealer&#129522; and later terrorist, who is responsible for kidnapping David in the 80s and later sparking a Second Cold War in&#129522; 2025. The campaign features non-linear gameplay and has multiple endings.[6] Locations featured in the game include Angola, Myanmar, Afghanistan, Nicaragua,&#129522; Pakistan, the Cayman Islands, Panama, Yemen, the United States , and Haiti.&lt;/p&gt;

&lt;p&gt;Development for the game began soon after the release of&#129522; Black Ops, with Activision promising that the follow-up would bring &quot;meaningful innovation&quot; to the Call of Duty franchise. Black Ops&#129522; II is the first game in the series to feature futuristic warfare technology and the first to present branching storylines&#129522; driven by player choice as well as selecting weapons before starting story mode missions. It also offers a 3D display&#129522; option. The game was officially revealed on May 1, 2012, following a set of leaked information released during the previous&#129522; months.&lt;/p&gt;

&lt;p&gt;Black Ops II received mostly positive reviews from critics, with praise for its gameplay, story, multiplayer, Zombies mode, and villain,&#129522; but its Strike Force missions had a mixed reception. The game was a commercial success; within 24 hours of going&#129522; on sale, the game grossed overR\$500 million .[7] It had remained the largest entertainment launch of all time until September 2013,&#129522; when Take-Two Interactive announced that Grand Theft Auto V had grossedR\$800 million in its first day of release.[8] It went&#129522; on to sell 7.5 million copies in the U.S. in November 2012, making it the highest-grossin